

HAYDN TAYLOR REYNOLDS

3D ARTIST

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PERSONAL ID

NAME: Haydn Taylor Reynolds
DATE OF BIRTH: 01/01/1991
NATIONALITY: British
RESIDENCE: Cambridge, UK
DEGREE: Bachelor Arts - Computer Animation

EXPERIENCE

JULY 2014 - CURRENT Frontier Developments - Working on Elite: Dangerous

SEPTEMBER 2012 - JULY 2014 Geekbeach - Published several successful games for the mobile platform including Colony Attach, Jump Racer and the soon to be released StormTree as well as two unannounced projects.

EDUCATION

2009 - 2012 Glamorgan University, Cardiff - 1st Class BA (hons) Computer Animation

KEY SKILLS

- Extensive understanding of anatomy and form
- Excellent knowledge of topological theory for animation
- Efficient unwrapping of UV's
- Excellent hard surface modelling skills
- Strong skills in organic sculpting
- High quality texturing capabilities
- Ability to work well in a variety of styles
- Strong traditional drawing skills including the ability to concept and illustrate original ideas
- invaluable knowledge of materials including extensive understanding of normal maps, physically based materials and node based material editors
- Well versed in all areas of the production pipeline including conception, modelling, texturing, rigging, animation and rendering
- Great problem solving skills
- Ability to work well in a team and can easily transition into a leadership role
- Individual drive to produce high quality work.

SOFTWARE

- Autodesk 3DS Max
- Autodesk Maya
- Pixologic Zbrush
- Autodesk Mudbox
- Adobe Photoshop
- Unity 3D
- Unreal Engine 4
- Substance Designer